

**AMENDMENTS TO THE SPECIFICATION:**

Please amend the specification as follows:

Please amend the paragraph beginning on page 24, line 19, as follows:

In contrast thereto, with the first embodiment of the present invention, the VDP 120, after determining the center of the ~~torse~~ body polygon 201 in accordance with the progress of the game, computes the ~~torse~~ body polygon 201 (routine 1), as diagrammed in Fig. 8(c), and then, based on the motion data, computes the head polygon 202, wrist polygons 203R and 203L, and the ankle polygons 204R and 204L, placed at predetermined positions away from the ~~torse~~ body polygon 201 (routine 2). The motion data contain, in addition to distance data from the ~~torse~~ body data 201 for each polygon, angels for each of the polygons, so that the polygons are positioned according to their respective angles. Accordingly, whereas with conventional image processing it required processing routines 1 through 5 to compute the polygons, with the first embodiment of the present invention, this processing is done with only routines 1 and 2, so that the number of computation process steps can be sharply reduced. It is also possible to reduce the number of polygons required to display a game character. With the first embodiment of the present invention, moreover, the head polygon 202, wrist polygons 203R and 203L, and the ankle polygons 204R and 204L are positioned at some distance away from the ~~torse~~ body polygon 201, so that no articulations exist between the ~~torse~~ body polygon 201, on the one hand, and the head polygon 202, wrist polygons 203R and 203L, and ankle polygons 204R and 204L, on the other. Therefore, the head

polygon 202, wrist polygons 203R and 203L, and ankle polygons 204R and 204L can be freely extended away from or brought in closer to the ~~torso~~ body polygon 201.